

Amendments To The Claims

Claim 1 (Previously Presented): A method for selectively storing data associated with a broadcast channel capable of being received and displayed by an entertainment system, the method comprising:

receiving programming data associated with the channel;

displaying a show associated with the channel;

displaying a menu associated with storing of the channel in memory including displaying an add icon that is selectable for adding the channel associated with the show currently being displayed when the current channel is not stored in said memory and displaying a remove icon in place of the add icon where the remove icon is selectable to remove the channel associated with the show currently being displayed from said memory when the current channel is stored in said memory and including a mark icon that is selectable for listing channels previously selected for adding to memory;

selecting to load the programming data of the channel associated with the show currently being displayed into memory of the entertainment system; and

loading the programming data associated with the channel currently being displayed into the memory.

Claim 2 (Original): The method of claim 1, wherein the selecting to load includes specifying that the channel is to be added to a list of stored channels.

Claim 3 (Original): The method of claim 2, further comprising removing a current channel from the list of stored channels.

Claim 4 (Original): The method of claim 1, further comprising selecting for display, a list of stored channels and displaying the list of stored channels.

Claim 5 (Original): The method of claim 4, further comprising navigating through the list of stored channels.

Claim 6 (Original): The method of claim 1, wherein receiving programming data comprises receiving a digital bit stream including the programming data and sensory data corresponding to the programming data.

Claim 7 (Original): The method of claim 1, wherein selecting to load the programming data comprises:

executing software by a central processing unit, implemented within the entertainment system, to produce a screen menu; and

selecting an option icon of the screen menu to prompt selection of the channel for storage in memory.

Claim 8 (Original): The method of claim 7, wherein loading the programming data into memory includes loading the channel number information and source of the channel into memory.

Claim 9 (Original): The method of claim 7, further comprising:
selecting for display, a list of the stored channels;
selecting an option to cause a broadcast receiver to tune to a channel in the list of the stored channels to broadcast a show corresponding to the channel.

Claim 10 (Original): The method of claim 7, further comprising:
selecting an option to exit the screen menu.

Claim 11 (Previously Presented): An entertainment system comprising:
a display monitor; and

a broadcast receiver coupled to the display monitor, the broadcast receiver including a front-end unit capable of receiving programming data associated with a show broadcast for viewing on the display monitor, a memory, and a central processing unit coupled to the memory, the central processing unit coupled to receive programming data associated with a broadcast channel, the central processing unit to execute software to load programming data associated with the channel currently being displayed into the memory, to display a screen menu on said display monitor, the screen menu including a first icon selectable to add the current channel to a list of channels stored in said memory when the current channel is not included in the list of channels and including a second icon in place of the first icon where the second icon is selectable to remove the current channel from the list of channels stored in said memory when the current channel is currently stored in the list of channels.

Claims 12-13 (Cancelled).

Claim 14 (Original): The entertainment system of claim 11, wherein the display monitor includes a television receiver.

Claim 15 (Original): The entertainment system of claim 11, wherein the broadcast receiver includes an integrated receiver decoder.

Claim 16 (Previously presented): The entertainment system of claim 11, wherein the central processing unit executes software to add the currently displayed channel to the list of channels stored in said memory when the central processing unit detects a selection of the first icon.

Claim 17 (currently amended): The entertainment system of claim 16, wherein the screen menu further comprises a ~~second~~ third icon selectable to display a second screen menu that displays the list of channels stored in said memory.

Claim 18 (Original): The entertainment system of claim 17, wherein the second screen menu further comprises a graphical portion, said list of channels being scrollable, said graphical portion displaying a show corresponding to a channel in said list during scrolling.

Claim 19 (Original): The entertainment system of claim 18, wherein the second screen menu further comprises a text portion, said text portion including a description of said show corresponding to said channel.

Claim 20 (currently amended): The entertainment system of claim 16, wherein the screen menu further comprises a ~~second~~ third icon which is selectable to exit the screen menu.

Claim 21 (new): The entertainment system of claim 19, wherein the second screen menu further comprising an instruction displayed in the graphical portion and superimposed over the show displayed in the graphical portion, with the instructions defining how to display the channel depicted in the graphical portion.